The Design and Technology Department at Wexham School
Curriculum Map

The five areas of Textiles, Electronics, Resistant Materials, Food and Graphics are taught on rotation.

	Year 7	Year 8	Year 9
Textiles	Making a Wall Hanging which includes: a) Theory b) Stitching c) Fabric Decoration d) Using a sewing machine e) Making f) Evaluation	Making a Crazy Creature which includes: a) Theory b) Stitching c) Fabric Decoration d) Using a sewing machine e) Making f) Evaluation	Making a Soft Sculpture which includes: a) Theory b) Stitching c) Fabric Decoration d) Using a sewing machine e) Making f) Evaluation
Electronics	Making a Night Light and covering the following topics in theory: a) Introduction to electronics b) Series and parallel circuits c) Researching components d) Resistors and colour coding e) 2D design	Electronics Making a Steady Hand game and covering the following topics in theory: a) Revision of Year 7 theory b) Ohm's law c) Calculations	Electronics Making a Reaction game and covering the following topics in theory: a) Revision of Year 7 and Year 8 work b) 555 timers c) 4017-decade counter
Food	• Food preparation skills • Correct names and uses of cooking equipment • Seasonal foods and food miles • Principle of the Eatwell guide • Functions and sources of carbohydrates, protein, fat, minerals and vitamins. Food safety – understand the causes of food poisoning, principle of storing food in the fridge, storage temperatures	• Food Safety- Food and temperature Food poisoning • Food choice- Diet analysis Diet and lifestyle • Recap of the Eatwell guide Functions and sources of carbohydrates, protein, fat, minerals and vitamins. • Food preparation skills	• Food choice – religion, • Vegan diet • Food labelling • Diet, nutrition and health • Healthy eating guidelines • British and international cuisine • Energy balance -The basal metabolic rate (BMR) and physical activity level (PAL) • Food preparation skills • Review of year 7 and 8 • Food Provenance Recap-Seasonal food/fair trade /food miles
Resistant Materials	A Jigsaw puzzle which includes: a) Health and Safety b) Demonstration of use of tools c) Making finger joints d) Design project e) Making of project f) Evaluation	A maze game which includes: a) Health and Safety b) Product analysis c) Designing d) Measuring e) Making of project f) Evaluation	A maze game which includes: g) Health and Safety h) Product analysis i) Designing j) Measuring k) Making of project l) Evaluation
Graphics	Making a Board Game which includes: a) Choosing a theme b) Designing the board and question cards c) Making the dice and counters d) CAD/CAM e) One-point perspective f) Nets and logos g) Evaluation	A Festival Project which includes: g) Corporate branding/identity h) Typography i) Rendering j) Design placements k) CAD/CAM l) Evaluation	An Interior Design Project which includes: a) Research b) Isometric drawings c) Colour theory d) CAD/CAM e) Manufacturing f) Evaluation